

GAME BOY® ADVANCE

Lady Siga

AGB-ALDE-USA

INSTRUCTION BOOKLET

TDK

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

A WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

A WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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BACKGROUND

Long ago when magic still filled the air and kingdoms of the world were young, a renegade human sorcerer known as Onimen sought refuge from his crimes on the desolate continent of Callyge. There he discovered an ancient power and used it to create an army of half-beast, half-man creatures that came to be known as the T'soa. With his new-formed army he swiftly invaded the neighboring continent of Athorre, leaving no time for the human inhabitants to rally their considerable forces. Next he turned his army on the five kingdoms of the magical continent. Caught off-guard, all the rulers forsook their alliances. All, that is, except for the fiery Lady Sia, the newly crowned princess of Myriad. She boldly called the three elemental rulers together in her land of the shapeshifters to remind them of their bond of friendship, and so we begin as they take their seats in the meeting room...

GETTING STARTED

Getting Ready

Correctly insert the Game Pak® in your Game Boy® Advance system. Switch on the Game Boy® Advance. The display will cycle through the Nintendo®, TDK Mediactive Inc., and RFX logos after which the main menu will appear. **WARNING:** Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

Start a Game

From the Main Menu, choose the **PLAY** option. The first time you play *Lady Sia*, your only choice will be New Game. Later, you will be able to **CONTINUE**, **DELETE** and **COPY** games (See Game Files on page 4). After choosing New Game, select one of the three New Game slots. Your progress through the world of Lady Sia will be recorded in this slot each time you complete a level.

If you do not wish to have your game saved, choose the **GUEST** option.

Game File

If you have a game saved, choose from the following options on the PLAY menu: (Press the A Button or START to confirm your choice. Press the B Button to return to the previous menu.)

CONTINUE GAME loads a previously saved game from the Game Pak. Choose the file you wish to load. You will notice that the New Game slots cannot be selected here.

DELETE GAME erases your progress from a saved game. The saved game will now become an empty New Game slot. **WARNING:** If you delete a file, it will be lost forever.

COPY GAME creates a duplicate file of your saved game in a New Game slot. You will not be able to choose Copy Game unless you have at least one saved game and at least one empty New Game slot available. First, choose a saved game to copy, then choose a New Game slot to copy over. You cannot copy over another saved game.

Options

Choose **OPTIONS** from the Main Menu to adjust settings for the game. When you are done, press the B Button to return to the previous menu.

SFX and **MUSIC** control volume settings. Use **◀** or **▶** on the + Control Pad to increase or decrease the volume.

TUTORIAL affects the mysterious figure that helps Sia escape from the human castle at the beginning of the game. This person will give Sia useful gameplay tips. If you want, you can disable the gameplay tips by setting Tutorial to Off.

Finally, you can change the language for the menus and dialogue at the bottom of the Options screen. Use the + Control Pad to select your language.



THE GAME

Goals

Lady Sia's adventures pass through four "worlds" corresponding to the different lands that Sia visits. Each world is divided into levels. Levels are filled with items to collect (see pages 8 and 9). At the end of a level, Sia's performance is rated from 1 to 100. She gains 1 point for each diamond she collected, 5 points for each prisoner set free, 5 points for each remaining health point, and 1 point for each remaining magic point. The performance rating and the elapsed time are saved for each level. If Sia scores a perfect 100 points for every level in a world, she'll gain access to a secret level inside that world. The exit from each world is guarded by one of Onimen's most faithful lieutenants. Beware, for these beastmen are stronger, shrewder, and crueler than the typical T'soa!

Technique

To master the game you must understand certain basic details:

Health

Lady Sia is one tough princess, but even she has her limits. Her health level shows how she's holding up. Each blow that successfully strikes Sia reduces her health. If she takes a hit when her health is at 0 (shown by an empty heart), she dies.

Magic

From hurling energy balls and invoking the elements, to changing into a monstrous Sasquatch, Lady Sia is capable of some amazing magic. Each time she uses her powers, however, Sia depletes her pool of magical energy. If she tries to use a magic attack without sufficient energy, she will fail.

Lives

Lady Sia has several lives, but if she should die after losing her last life you will have the choice of returning to the main menu or restarting from your last save point.



Bonuses

To aid Lady Sia in her quest, a variety of bonuses are scattered across the levels:



Diamonds

Each level has 25 diamonds for Sia to gather. Some are easier to find than others. One of the challenges of the game is to discover all the diamonds for each and every level. In addition to getting extra points, Sia gains a life when collecting her 19th diamond in a level.



Prisoners

Each level has at least five prisoners to free. If Sia frees five prisoners in a level, she will gain an extra life.



Red Hearts

One red heart will restore a single health point.

Golden Hearts

A golden heart restores Sia's health to its maximum of five points.



Mana Spheres

These little blue spheres give Sia magic energy which she stores in her ring. Each mana sphere gives her five units of magic energy, up to 25, the maximum that her ring can hold.



Checkpoints

Checkpoints store Sia's life energy. These appear as a swirling cloud of magical mist. When Sia touches a checkpoint, she gains a life point. If Sia should die, then she will reappear at the most recent checkpoint in the condition she was in when she touched it.



GAME CONTROLS

Lady Sia

For most of the game, Lady Sia is a normal young woman. In this form, she has access to many different actions.

Directions

- ◀ or ▶ Use them to run and move the camera in the corresponding directions.
- ▲ Use to move the camera up, to enter some doors, or to climb ladders.
- ▼ Use to move the camera down, to crouch, or to climb down a ladder.
- ▼ + ◀ or ▼ + ▶ Use to crawl in the chosen direction. Crawling is the slowest move, but it's sometimes necessary to avoid obstacles. While crawling, Sia moves very quietly.

A Button

This button is used to jump, as well as to help Sia escape some sticky situations. (You'll be prompted to repeatedly press this button when such an occasion arises.)

B Button or **R** Button

These buttons are used to slash. Each button gives Sia a different slash. Once Sia has found her Jade Sword, these two buttons can be used in combinations of three to give Sia many special fighting techniques.

L Button

L + ◀ or **L** + ▶: This combination will let Sia walk quietly in the appropriate direction. Sia won't walk as quickly as she runs, but she does gain valuable stealth.

Energy Ball:

If you keep the **B** Button pressed for the entire duration of the strike, Lady Sia will start to focus her magic to create an energy ball. The ball will fire when you let go of the button, or when it has reached its maximum strength. At the beginning of the story, Sia can only fire very small energy balls. Finding her family ring will enhance her power and reduce the magic cost. Sia can fire her energy ball in eight different directions. Firing an energy ball depletes Sia's magic points.



Magic:

Once Sia has renewed her agreements with the Elemental Rulers, she can summon their power again. As with her special fighting techniques, she initiates her magic attacks by running quickly through a series of buttons:

Water Spell **◀, ▲, ▶, A + B** Protects Sia from attack.

Fire Spell **▲, ◀, ▼, A + B** Damages all enemies.

Air Spell **◀, ▼, ▶, A + B** Kills one enemy.
(Spell aborts if there is no enemy in sight)

Grappling:

In some circumstances, Sia can grab platform ledges. Jump toward the edge of a platform and Sia will automatically grapple onto the ledge and dangle from her sword. She can either drop down (**▼**) or climb on the platform (**▲**).

Sneaking:

Some sharp-eared enemies will be able to detect Lady Sia by listening to her footsteps. To avoid them, keep quiet by walking (L) or crawling (▼) in addition to ▲ or ▶.

Sasquatch Sia

Once Sia has regained control over her magic, she is able to transform into a Sasquatch. However, this power is incredibly tiring, and as a result she only uses it as a last resort against the most fearsome T'soas. Sia will turn into a Sasquatch automatically when the occasion requires it.

Directions

Use ▲ or ▶ to run in that direction.

L

The L Button plus ▲ or ▶ lets you charge in that direction. When coming in contact with a charging foe, Sia will match her brute Sasquatch strength against theirs.



A

Use the **A** Button to jump. When in mid-air, you can press ▼ and Sia will stomp on the floor, creating a ground tremor attack.

B

The **B** Button will land a powerful strike on your opponent.



Giant Bird

To move quickly across vast areas, Sia rides her giant bird. There are two modes of flight: free mode and race mode. The mode will be chosen for you depending on the circumstances.

Directions

Free mode: The + Control Pad lets you fly about the screen.

Race mode: The + Control Pad lets you avoid obstacles.

A

Free mode: The **A** Button has no effect.

Race mode: Repeatedly press the **A** Button as fast as you can to accelerate.

B

Free mode: Hold the **B** Button to seize and hold an enemy in the bird's powerful claws. Release to drop.

Race mode: The **B** Button has no effect.



MENU CONTROLS

Menu

In a menu screen, you have:

- 1) Choices
- 2) Selected choice

On a menu screen, use the buttons as follows:

- 1) To change the selected choice: + Control Pad ▲ or ▼
- 2) To confirm a choice: **A** Button or **START**.
- 3) To cancel a choice or go back: **B** Button.

Maps

On a map screen, use the buttons as follows:

- 1) To choose the world or level: ▲, ▼, ◀, ▶
- 2) To confirm a selection: **A** Button or **START**

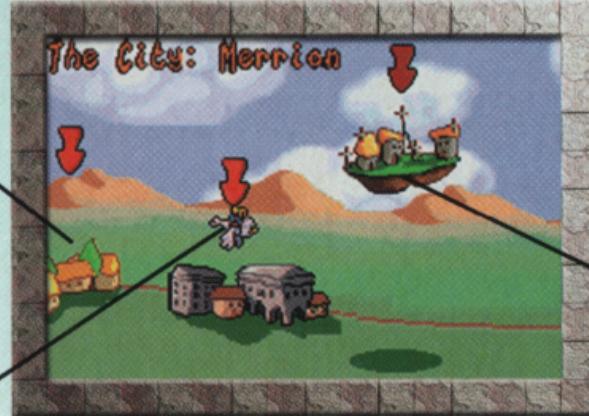
World map



World select cursor.

Name of the
world the cursor
is highlighting.

Level Map



An unlocked level
that Sia can access.

A locked level
that Sia cannot
currently access.

Sia cursor used
to select the
level to enter.

Game

During the game, several indicators will keep you updated on Lady Sia's state. Some of them are not always on-screen; they will only show up at the beginning of a level, when items are collected, while the game is paused, or when Sia's status changes.



The number of lives remaining.

The number of diamonds Sia has collected in the current level.

Lady Sia, heroine of the game!

The number of prisoners freed in the current level.

The magic energy remaining.

An enemy.

Sia's remaining health.

For details on how to play, see START A GAME, page 3.

Dialogues

Lady Sia will have the opportunity to talk with different characters as she pursues her quest. In these instances, the game enters the 'Dialogue' mode: the screen freezes, the character's head appears, and the dialogue text scrolls down the screen. Pressing **A** will skip to the next line of dialogue, and **START** will skip the dialogue entirely.



Lady Sia

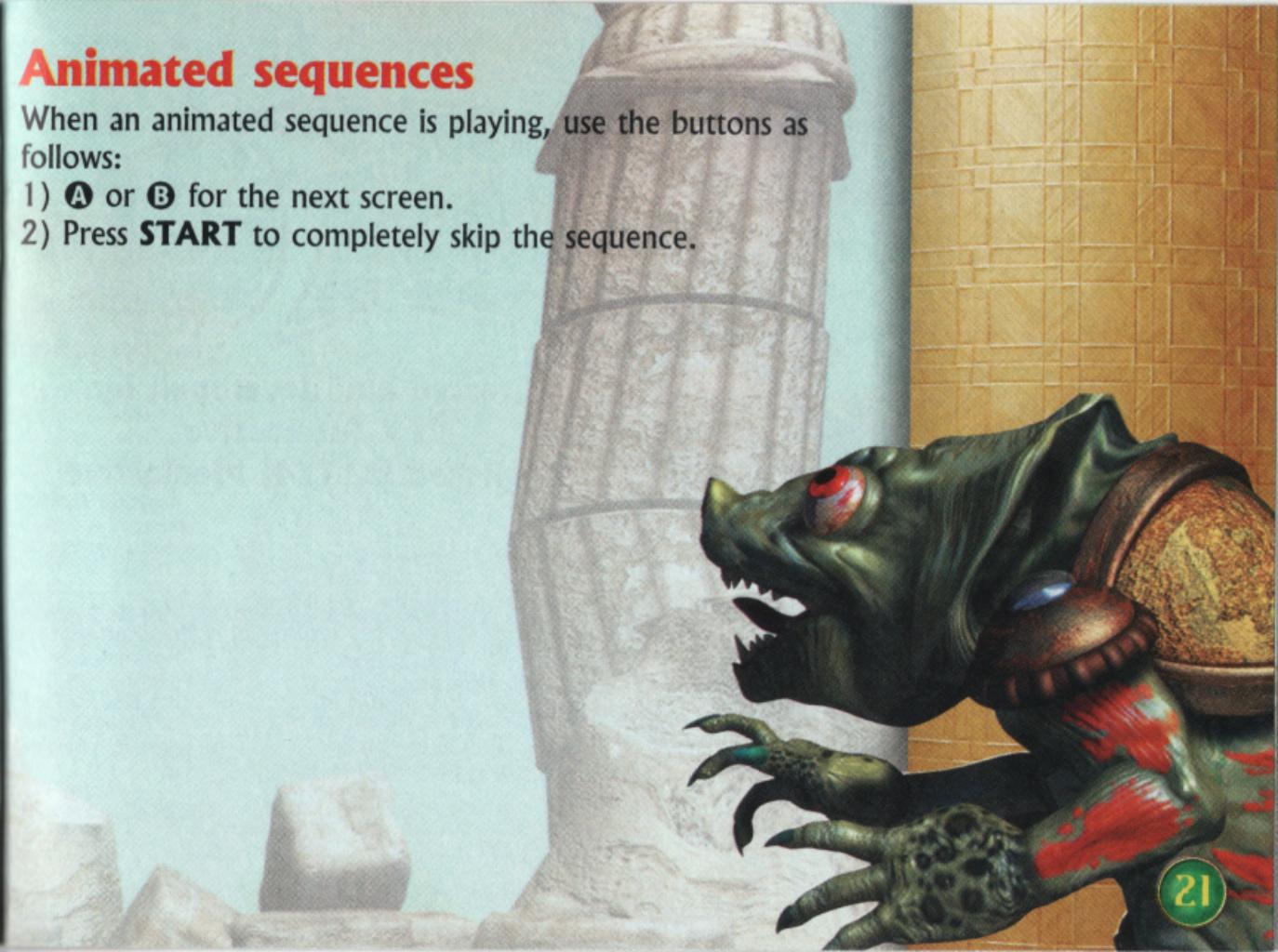
Poseidon

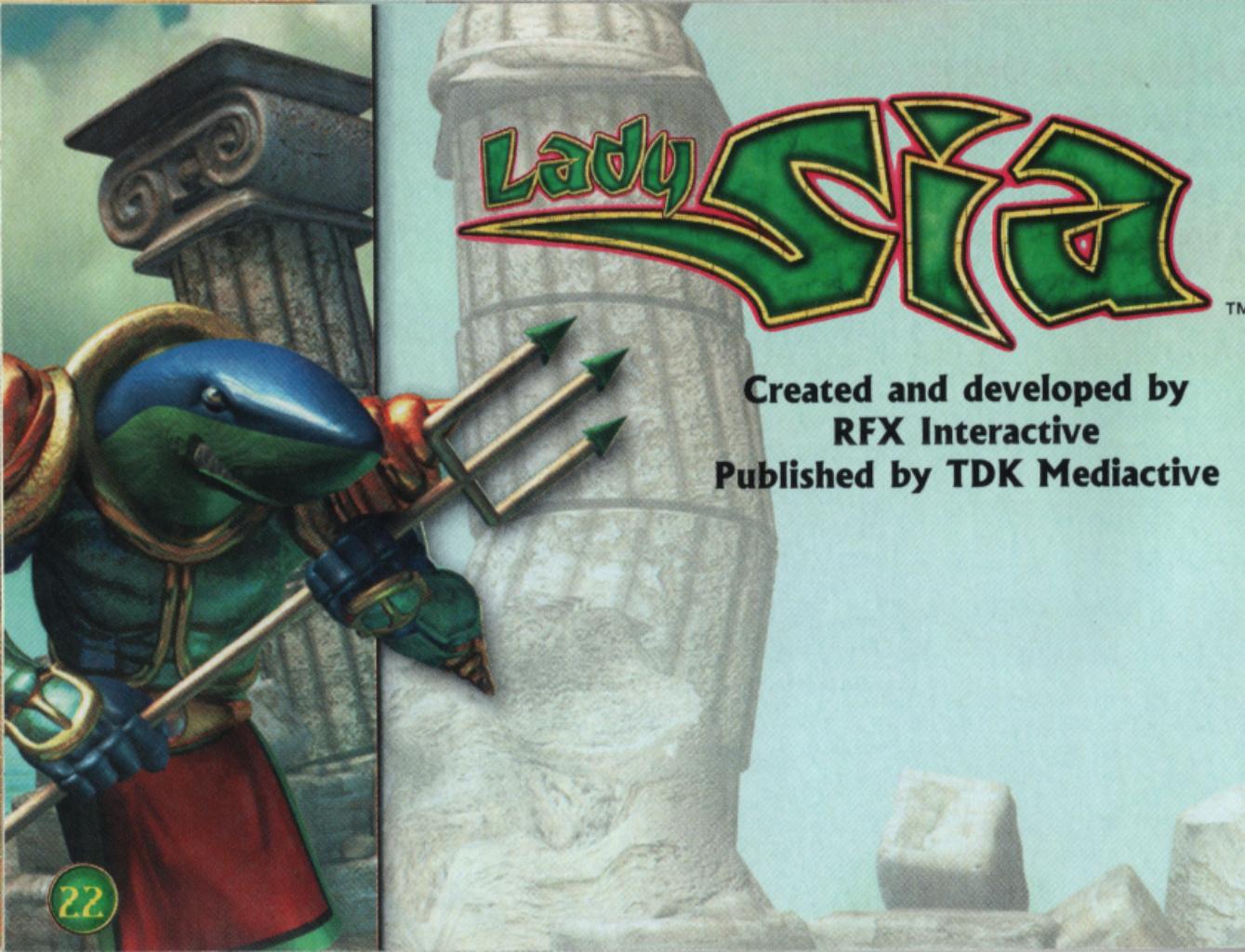
Dialogue text

Animated sequences

When an animated sequence is playing, use the buttons as follows:

- 1) **A** or **B** for the next screen.
- 2) Press **START** to completely skip the sequence.





**Created and developed by
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Published by TDK Mediactive**

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Calabasas, CA 91302-3126
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GAME BOY ADVANCE

**Available
November 2001**

Play as One Eye Jack, leader of the No Rules posse, and stop the invasion of the Punkazz Aliens. You'll skate, snowboard, and grind the rails of social irresponsibility to save your favorite local hangouts.

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